

Assignment 4

Due: March 24, 2017

If you have any questions about the assignment email class@maritimelabs.ca

Question 1:

In this week's blog, you are going to write 2 paragraphs about your life.

1. Write about your daily life. What do you do in your life? Who do you spend time with? Where do you go? What do you do? What do you see? When do you go? Why do you do these things? How do you feel about doing these things? Should you do these things? Should you do other things that you do not do now? Where would you like to go? What would you like to do?

Grammar Note 1: Try to use simple present and present "Be" verb to describe your habits and facts about your life.

Writing Note 1: Try to right the ideas in the correct order using the connecting phrases you have learned in past lessons. For example: when, after, before, next , first, then, and, but, until.....and many more

2. Pick a day in your past that was an important day for you and describe what happened on that day. Please include the following information.

- a. What day was it? Date?
- b. Where did it happen? Who was there?
- c. What happened?
- d. How did it happen?
- e. Why did it happen?
- f. How did you feel when it happened?
- g. How did other people feel?
- h. What did you do?
- i. How do you feel about it today?

Writing note 1: Organize your ideas and connect them using the connecting phrases you know.

Grammar note 1: Try to use simple past and past "Be" verb.

Grammar note 2: At the end, when you talk about how you feel today, do not forget to use simple present.

Question 2:

In this week, your assignment is complete the game we started in the last class. The scenario of the game is there is sprite. On bottom of the screen shoot balls over planes that are dropped from the top of the screen, which drop from random locations but in same row. The last task we did is making for the main sprite have 3 lives when the game started but it loses one live every time it touched by one of the planes. Therefore, we still have some tasks to do:

1. Make the sprite shoot balls over the planes.
 - a. Add new sprite like Ball or any other spirit.
 - b. Make this sprite (ball) hide.
 - c. Every time the user press (Space key) new clone from the ball created in same location of the main sprite.
 - d. A ball should move from its location to the top of the screen.
2. Create new variable call Score.
 - a. If the ball touched the plane
 - Hide the ball.
 - Hide the plane which touched.
 - Increase the score by 1.
 - b. If the ball did not touch any plane.
 - Hide it after it when it location y more than 170.
3. Reset the Score variable every time the game started.